Technical Support

In the case of a faulty disk, you should return the disk ONLY, (not the packaging) with a covering letter containing details of the fault and your name, address and a contact telephone number to:

HUMONGOUS ENTERTAINMENT
Willow Grange
Church Road
Watford
Herts
WD1 3QA
United Kingdom

We will attempt to replace the disks within 28 days of receipt.

If you encounter technical problems with the game you should write to the above address or call the Technical Helpline which operates between the hours of 9am and 6pm, Monday to Friday. Please ensure that you are sitting in front of your computer or have full details of your computer configuration and the problem you are encountering when you call.

English speaking customers call 01923 209 145

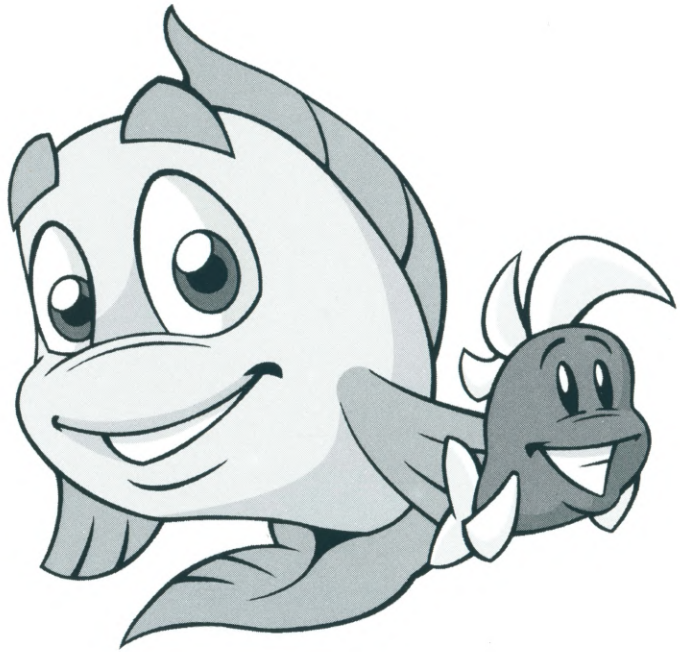
HUMONGOUS ENTERTAINMENT
116 Baker Street
London
W1M 1LB

IT'S A JUNIOR ADVENTURE™ FOR KIDS 3-8

FREDDI FISH 2
The Case Of The Haunted Schoolhouse™

HUMONGOUS ENTERTAINMENT™

FREDDI FISH 2
The Case Of The Haunted Schoolhouse™



SET-UP

Freddi Fish 2: The Case of the Haunted Schoolhouse™ is a high-performance multi-media program. It has been designed to take full advantage of your multi-media computer. Before installing the program or beginning play, we recommend you close any open applications or windows.

Windows® System Requirements

Freddi Fish 2 requires a 33 MHz 486 (or faster) PC system with 8 MB of RAM, Windows 3.1 or Windows 95, SVGA card (640x480, 256 colours), a sound card and a double-speed (or faster) CD-ROM drive.

Macintosh® System Requirements

Freddi Fish 2 requires a 68040 (25 MHz or faster) Macintosh, with 8 MB of RAM, a double-speed (or faster) CD-ROM drive, and a 256 colour video display.

NOTICE

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IMPORTANT KEYBOARD COMMANDS

Here is a comprehensive list of Windows and Macintosh keyboard commands.

Purpose	Windows	Macintosh
Cancel the current character dialogue	.(full stop)	.(full stop)
Display the game version	Spacebar	
Help	F1	
Load a saved game	L	L or Command+L
Pause/Unpause the game	Spacebar	Spacebar
Play the game in a window	Shift+F5	F5/Shift+F5
Quit the game	Alt+F4 or Spacebar	Command+Q
Resize the screen	Shift+F7 (only in 1280x1024)	
Restart the game	Spacebar	Command+R
Save a game	S	S or Command+S
Terminate a cut-scene (e.g. intro)	Escape	Escape
Turn on/off the music	Spacebar/Options	Command+Game

INSTALLATION

Windows 95 Customers:

No installation is required with the Windows 95 AutoPlay feature. Just insert the CD-ROM into your CD-ROM drive, wait for the AutoPlay window, and click on the PLAY button.

Windows 3.1 Customers:

Before playing Freddi Fish 2, you must run our installation program. Insert the CD-ROM into your CD-ROM drive. Select the **Run**... command from the **File** menu in the Windows Program Manager. Type the following into the Command Line area:

D:\INSTALL.EXE (Replace "D" with your CD-ROM drive letter.)

Click the **Quick Install** button to start the installation. Follow the on-screen instructions. The installation program will create a Humongous group in Program Manager. A Freddi Fish 2 icon will be placed in the group to allow you to start the game easily. When the installation is finished, you may need to click the **Restart Windows** button the first time you play.

Important Note: In order to take full advantage of the 32-bit capabilities of your computer, the installation program must copy some Windows system files to your hard disk. This will take no more than 2.5 MB of hard disk space. The installation program does not copy any of the game files to your hard disk. You will still need to insert the Freddi Fish 2: The Case of the Haunted Schoolhouse CD into your CD-ROM drive each time you play.

Macintosh Customers:

No installation is required on the Macintosh. Just insert the CD-ROM into your CD-ROM drive and wait for the Freddi Fish 2 icon to appear on your desktop.

HELP

Windows Customers:

For online documentation and game hints, just press the **F1** key from within the game. Or, for troubleshooting tips and last-minute game information, see the readme file on your game CD.

Macintosh Customers:

Gameplay information, hints, and troubleshooting advice are all located in the readme file. Just open the CD-ROM and double-click **Readme** to view.

HOW TO PLAY (Starting the game)

Windows 95 Customers:

Insert the CD into your CD-ROM drive, wait for the AutoPlay window, and click on the PLAY button.

Windows 3.1 Customers:

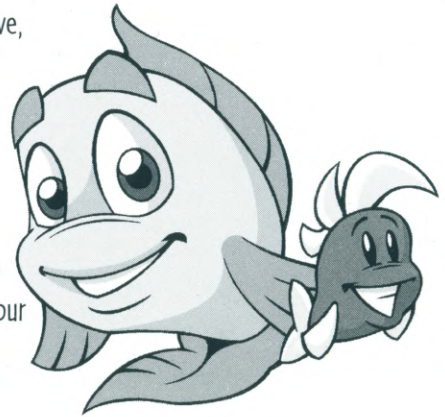
Insert the CD into your CD-ROM drive. To start Freddi Fish 2, double-click on its icon in the Humongous group.

Macintosh Customers:

To start Freddi Fish 2, insert the CD-ROM into the CD-ROM drive, then double-click on the Freddi Fish 2 icon.

Important Note: In order to get the best performance from your computer, we may need to perform a video and CD-ROM drive speed test prior to the first time you run Freddi Fish 2. (This applies to the Windows version only.)

It will take 3 to 5 minutes and run only once. Also, due to ongoing Windows upgrades, it may be necessary to upgrade your video drivers for optimum performance. (See Readme for further details.)



HOW DO I MOVE FREDDI FISH AND LUTHER FROM PLACE TO PLACE?

Just point and click and you're on your way to directing Freddi Fish and Luther through the ocean. Simply move the mouse to move the cursor across the screen. When your cursor is over an exit, it turns into a large arrow. Now, just click and Freddi Fish and Luther will swim to the next location. Pressing the Escape (Esc) key during play will jump you through cut-scenes (opening title sequences, conversations between characters, etc.).

MAKING USE OF HANDY ITEMS

Some of the items you come across–like a cork, a diver's helmet, a rope and a pulley - are useful to Freddi Fish and Luther. Just click on the desired item and Freddi Fish will pick it up. Items you collect are stored in the bubbles at the bottom of the screen. To use an item, simply click on it in the bubble and the cursor will become that item. Now, position the cursor in the play area, on top of the object you want to use the selected item with, and click.

SAVING AND LOADING A GAME

To save a game in progress, press **S** on the keyboard. A Save screen will come up. Click on one of the empty boxes to save the game (Note: You can also save over an existing game.) Type in a name for your saved game, if you wish. To exit, click on the **EXIT ARROW** at the top of the screen. To load a saved game, press **L**. Click on the picture of the game you wish to load. To exit without loading a game, click on the **EXIT ARROW**.

HOW TO QUIT

To quit the Windows version, press Alt+F4, or press the spacebar to pause the game and select Quit. On the Macintosh, press Command+Q or press F5 and select Quit from the File Menu.